KAWARTHA KRONICLE

The monthly newsletter of the Kawartha 99ers

LIFT LOCK KAWARTHA 99'ERS

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***** Happy Christmas *****
December, 1993

Console-ing the Orphan!

by

Phil Townsend

A number of the Kawartha members have attended the last few OSHTI meetings, on October 26th and November

At the October meeting we arrived at Tom Jakabfy's house and learned the following:

• Tom has figured out why his TIPS files seemed to be disappearing - apparently the TIPS program writes to the disk when you access a graphic file, instead of simply reading the file, the program accesses the file with the ability to write to it. The pointer writes to the open file and if you remove the disk or don't close the file properly then all of the files following are inaccessible, this can be fixed using Birdwell's Disk utilities - see OSHTI October newsletter for details

• Tom demonstrated the use of "Batch IT" a batch file program which automates the grouping of files for printing etc.

• Tom demonstrated the repairing of the TIPS files using "Disku"

• Demonstration of a label producing program called "LABELT" - which will produce & print mailing and disk labels. This program is on the OSHTI Oct. disk of the month

• a review of how to format a disk and then copy files to a new floppy using DM 1000 v3.5. Next a demo & review of how to set up a menu on the Boot load program version 12/89 by J. Johnson and a tutorial on its many features. This was followed by a tutorial of how to edit XBasic programs. Tom has gone to a lot of trouble to provide an interesting program - all this and with a limited vocal range

• Tom's tutorial kept Glen & Dick busy for several hours

• Demo of Clip Pix which is a share ware program used to cut and save parts of Page Pro clip art. to choose the diagonal corner locations of the artwork that you wish to save you press the letter "q". This establishes the size of the new graphic file which is still in Page Pro format. Once the opposite corners have been chosen you press <Enter> and then you have the choice of saving the graphic and choosing where the graphic is to be sent, (DSK. 1, 2, 3 etc.) The function /arrow keys move the cursor 4 spaces at a time and the E, S, D, X keys moves the cursor only 1 space at a time. This program is an assembly program and will run from Editor Assembler, Menu/Boot or FunnelWeb loaders. The <Enter> key returns you to the program's menu when there is no picture in memory. You can print from the screen.

• Tip: when using Menu or Boot - put more than one copy of the program on the disk, link the second copy of the program to the first from the menu. Choose a display colour for the second program which differs from the first and then load your program selections on the appropriate coloured menus. For example you could have all of your word pro programs on a green screen, all of your games on a yellow screen, disk utilities on a blue screen etc.

In This Issue:

Page 1 - Console-ing the Orphan

Page 2 - Beginner Printer (correct version)

Page 3 - More "Console-ing . . ."

Page 4 - Our 4/A University Episode #6

Page 8 - November meeting minutes

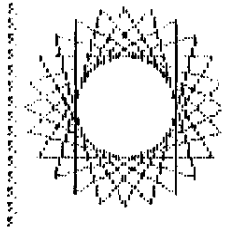
Page 8 - Program correction notice

BEGINNER PRINTER

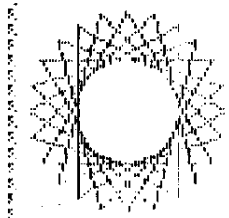
DOT GRAPHICS 93I. . . by Jim Lesher

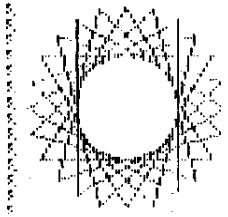
If you think this program looks familiar, you are right. My apologies to those who may have spent hours trying to get last month's program to work. Somehow line 240 was truncated, apparently in transmission over the modem. This is a reprint of the program in its entirety, with one small exception, the values in lines 410 and 430 have been changed to print a beautiful sunburst. Here is an interesting program Gemini Star had published as a subroutine and then some good and intelligent soul converted it for the 99/4A. Using DOT GRAPHICS and a lot of math, the polygon is very interesting, and if you play around with some of the numbers within the program, you can create some more of your own. But, First I must tell you, it takes about 90 seconds for it to start printing, so be patient. The computer must do a lot of calculating and computing before it can start printing. So to get some interesting effects change the 135 in line 430 to 180. Here are some numbers to give some more shapes. 144, 45, 90, and 120. It is better to use a number which divides evenly into 360, but you can insert any number you wish, to see what it will do. Then after you print those out, change the 45 in line 410 to any number you want. If you like geometrical figures, you will like these. I would really appreciate it if someone would figure out a way to place the shapes further over on the page and also change the size of the figures. Also would appreciate some other programs to make the printer so some interesting things.

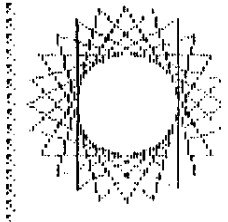
```
5 REM 93ISUN
10 OPEN #1:"PIO"
20 MAXCOL-75 :: MAXROW-14
30 DIM BIT(75,14)
40 MASK(1)-64 :: MASK(4)-8
50 MASK(2)-32 :: MASK(5)-4
60 MASK(3)-16 :: MASK(6)-2
70 LX-20 :: LY-20
80 LXFAC-72/LX :: LYFAC-87/LY
90 GOSUB 390
100 PRINT #1:CHR$(27);"A";CHR$(6)
110 FOR ROW-0 TO MAXROW
120 A$-""
130 PRINT #1:CHR$(27);"K";CHR$(MA
XCOL);CHR$(0)
140 FOR COL-1 TO MAXCOL
150 A$-A$&CHR$(BIT(COL,ROW))
160 NEXT COL
```

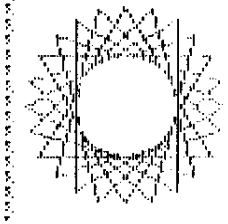


```
170 PRINT #1:A$;" "
180 NEXT ROW
190 PRINT #1:CHR$(27);"2"
200 END
210 REM
220 XL-X2-X1 :: YL-Y2-Y1
230 NX-ABS(XL*LXFAC):: NY-AB
S(YL*LYFAC)
240 IF NX<NY THEN NX-NY
250 NS-INT(NX+1)
260 DX-XL/NS :: DY-YL/NS
270 FOR I-1 TO NS
280 X1-X1+DX :: Y1-Y1+DY
290 GOSUB 320
300 NEXT I
310 RETURN
320 REM
330 XX-X1*LXFAC :: YY-Y1*LYF
AC
340 COL-INT(XX)+1
350 ROW-INT(YY/6)
360 XIT-INT(YY-ROW*6)+1
370 BIT(COL,ROW)-BIT(COL,ROW
)OR MASK(XIT)
380 RETURN
390 REM
400 RAD-9
410 FOR ANG-0 TO 360 STEP 15
420 RANG-ANG*3.14159/180
430 RANG2-(ANG+120)*3.14159/
180
440 X1-RAD*COS(RANG)+10
450 Y1-RAD*SIN(RANG)+10
460 X2-RAD*COS(RANG2)+10
470 Y2-RAD*SIN(RANG2)+10
480 GOSUB 210
490 NEXT ANG
500 RETURN
```









Should you need any help call or write to:

Jim Lesher / 722 Huntley, Dallas Tx 75214 / 214-821-9274

Console-ing . . . cont'd from Page 1

11/23/93 - OSHTI meeting at Doug's house

Four Kawarha members once again travelled to the "Banana Belt" region of Oshawa and learned the following:

- Doug & Tom demoed Doug's double hard drive, Myarc HFDC hard drive controller equipped TI. They are having trouble accessing programs on hard drive #1. Hard drive #2 can be catalogued using Birdwell's disk utilities. With the hard drives turned off there is unfortunately, a 45 second wait for floppy drive 1 to be accessed every time the TI is powered down.

- Doug's phone rang at several convenient times during the evening, usually just before the hard drive crashed on Tom, I think the cordless phone is the problem! <grin>

- Bidding was spirited for Tom's 1200 BPS modem - the best offer came from Dick, he offered to take the modem for only $40 Cdn, if Tom was willing to pay him that much to take it!

- Tom tried his famous "sleeve disappearing trick" with Doug's disks - we are all wise to him by now, needless to say the trick didn't work

- OSHTI's disk'of the month sported a fancy loader, probably borrowed from the Kawartha group <grin>
  - the "4A Flyer" was demoed, getting off the ground was the greatest challenge encountered by the group - Tom is still trying, probably..
  - the game, "Oh Mummy" had great music, but the instructions were all in German - Tom translated the instructions and proceeded to lose at the game almost immediately.

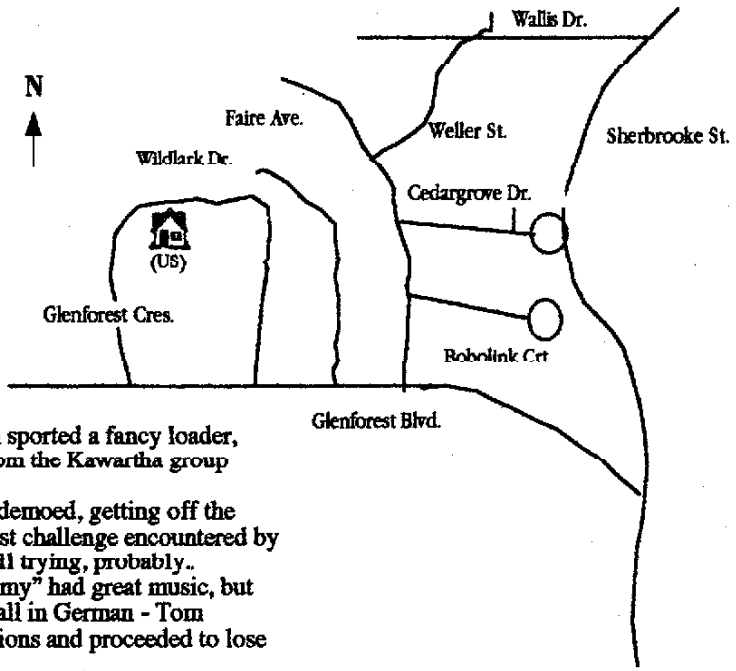
- the coffee and doughnuts ran out, so the Kawartha Kontingent left for the frozen (foggy) northland once again - many thanks to our hosts to the south, we do enjoy these get togethers

Other stuff:

- The annual TI Christmas party is to take place on December, 8th, 1993 at Phil's house. The address is 1507 Glenforest Crescent, please enter at the front door. Phil & Kathie's house is a non-smoking environment. You are invited to drop by any time after 7pm, remember to bring your Christmas "goodies with you. coffee, tea and pop will be provided by the club. Family members are welcome. Please RSVP to Glen by Monday, December 6, 1993 and let him know how many will be in attendance so that we can plan for appropriate seating & refreshments. We hope that some of the OSHTI members will be in attendance to help us celebrate the holiday season. We will have several TI systems on the go, a disk of the month, the monthly computerized 50/50 draw and more. We look forward to seeing you there and also to welcome some of the newest Kawartha members. A map to Phil's house is included in this newsletter.

Remember to *"Keep on console-ing the Orphan".*

Here's how you get to Phil's home:



~~~~~ TI-101 ~~~~~

OUR 4/A UNIVERSITY

by Jack Sughrue
Box 459
E.Douglas MA 01516

#6 THE COURSE TEXTS

In order for you to pass this course, Class, you have to have a decent working knowledge of the texts. Now, here is where we practice lots of flexibility (which, you may have noticed, abounds in this classroom). There are so many wonderful texts (and a few dogs) available for our TI, even now, that you should consider at least three for essential reading and the final projects. These will be worth one-third of your entire grade.

By texts I mean textware: the printed materials for your TI's. These would include your very best source, of course: the newsletters that come with club membership. This newsletter networking is THE BEST SOURCE of all because you are part of a group, even by long-distance mail.

Another essential source of educational and survival materials is the magazine devoted to your specific computer. There have been many, but there is only one left: *MICROpendium.* It's the only international source for all things (including advertisements) TI or Geneve. To own and use your computer to the fullest extent and not subscribe to *MICROpendium* is like owning a marvelous pair of eyeglass frames but not getting around to putting the lenses in so you can see properly. The subscription (from P.O. Box 1343, Round Rock, TX 78680) is only $25 per year. Tiny price to keep your great computer great.

The third source is what we're discussing today, Class. And, yes, Ms. Bronte, this will include references to adult learners as well as to children.

The third source is the texts available. Note the word "available," Class. Availabilty of text written a decade ago may seem impossible, but not so. Most user groups have extensive libraries of texts for long-term loan. Individuals within groups sell off their text materials often. Such text materials can be found very inexpensively at every TI fair in America and Canada. And, again, *MICROpendium* lists agents and individuals from whom you may purchase lots of printed materials. For example, if you all look up here for a moment. I am holding the latest copy of THE magazine. Those up back can't see it, so I'll read it to you. "99-cent Book Blowout!" It's a publisher's clearance. You can buy books at 99 cents each. These include the following: THE ELEMENTARY TI, GAMES TI's PLAY, COMPUTER PLAYGROUND, PROGRAMS FOR THE TI COMPUTER, USING & PROGRAMMING THE TI, INTRO TO ASSEMBLY LANGUAGE, and Volumes I & II of GAME WRITERS PACK and STARTER PACK, both packs from England. Some come with disks and/or cassettes at additional charges. But the point is this: these are still new books that cost on the average $12-plus when they first came out. They are still the same good books, still new to anyone who has not read and used them, and still available at almost giveaway prices. Not all ten of these books will suit every learner, but there is certainly something for everyone included in this collection. And that's just from the TEXCOMP ad (P.O.Box 33084, Granada Hills CA 91344; Phone: 818 366-6631). There are other advertisers in
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classifieds that also offer all kinds of text materials. So, Class, the stuff is available to anyone who wants it.

And did I mention Barry Traver? No? Wow! How is it possible that we are practically through this semester on such an important topic as the TI-99/4a computer and I did not mention its greatest advocate, the man who has done as much for the TI as any spokesperson for any organization that I know of. Rather than list all Barry's writing and speaking and programming efforts, his work on BBS's and for various magazines, his appearances at numerous fairs, I will just mention the relationship he has to the present topic, though I'm not sure it might be better saved until we discuss things next class. Ah, well, what the hell. Barry has a wonderful educational tool in the form of a diskazine. This diskazine is called GENIAL TRAVELER. The "zines" have been nothing short of remarkable. Volume after volume have been rich with educational wonders and remarkable, big bonuses. You have to experience GT to appreciate the jam-packed series. There's nothing like it.

Though I've given you Barry's address in a previous class, I'm well aware that some of you have not taken careful notes. Barry can be reached at 835 Green Valley Drive, Philadelphia PA 19128. I think when you send off for your magazine subscription today, you should also send a note to Barry asking about the cost of the numerous disks in his volumes of great materials.

What made me think of Barry is that one of the disks includes the second most complete list of all TI publications there ever was. A little synopsis goes with each. The first most complete list was in a series called NEW-AGE/99 by some old geezer from Massachusetts. I can't think of his name now, but I'm sure you can find references to him when you go searching through newsletters. He did a lot of reviews, too, but I think he approached things more from a visceral level than an intellectual one. Anyway, Barry's your better source here because of all the other things contained in the GT disks.

Now where was I, Class? Oh, yes, texts and tests. You'll be having some of this on the final, so wake up in the back, stick your gum behind your ears, and listen up! With your pencils.

Before I go any further, TI-ing or otherwising, I have to insist you get your hands on a copy - any copy - of THE SECRET GUIDE TO COMPUTERS by a bizarre and hilarious genius by the name of Russ Walter (22 Ashland Street #2, Somerville MA 02144-3202). This 8X11, 600-plus page, mindbogglingly wonderful book for layman or technowhiz is bursting at the seams with all you'll ever need to know about computers. Now in its 16th edition, it's a steal at $15, but if you order two they are $12 each. Four or more are $9 each, shipping and taxes (except Massachusetts) included, so hook on with some friends or your user group. Once you have this remarkable and remarkably readable book in your hand (considered the world's top-rated tutorial by a list of experts and novices as long as your arm and a lot longer than mine), you will never again be the same; nor will your computer. You simply have to experience "Russy-poo" in order to understand that his is THE essential book for any person who owns a computer.

That aside, let's look at some very specific educational text materials for our TI.

First, there's a problem. When we talk educational text material, we must eliminate the modules and anything related to LOGO, as we will deal with these educational items on a particular basis in future classes.

Second, we must define educational in the specific context with which we have been structuring these classes. That means we really have to eliminate the "learning" that comes only from learning about the computer. Texts that teach us how to write programs, for instance, or

texts that teach us how to balance a budget using our wonderful machine, are not really appropriate here, but typing in programs that specifically deal with education DO fit our class requirements. For example, the C.W.Engel book STIMULATING SIMULATIONS FOR THE TI-99/4A published in various forms from 1977 to 1984 by Hayden Publishers, was the first important educational tool for me. Not only did it have detailed instructions and flowcharts for each of the type-in programs, but it had enough errors from translating the programs from other computers to the TI that the intellectual puzzles of figuring out what went wrong and correcting it were wonderful educational opportunities. Many of the programs were "intellectual" games, rather than arcade. Later, with toots and whistles, they became more "arcadey" in other people's books, including other Hayden books. Hayden published the most TI-specific books. I wish they still did.

Ah, well. STIMULATING SIMULATIONS, though, is not the kind of text we need to locate and use for educating our youngsters and new oldsters.

The best book of the learning to program type is KIDS AND THE TI-99/4A, which also leads to some eduational programs, too. It's the clearest, most direct, easiest "programming" book. Done in 33 lessons, it is still used in many classrooms today; not just with TI's but with other computers, also, and at very young grade levels. THE ELEMENTARY TI, mentioned in that TEXCOMP list earlier, is probably the best of that sort for adults.

But the kind of books which best exemplify the educational aspects of the programs typed in - in other words, the LEARNING FUNCTION - are the ones I'll hold up now and give a say a word or two about. Another one from the TEXCOMP 99-cent list is COMPUTER PLAYGROUND (Datamost's TI version). Although this can be classified as a beginner programming book, it is so unusual that the logic it teaches in an incredibly entertaining way makes it a real winner for any learner. (It's geared for Grades 2-7.) The book is a combination workbook/coloring book and deals with BASIC in such a puzzle-solving way that it becomes, itself, a complete course in thinking. It stands alone.

This is not to be confused with TI PLAYGROUND by Fred D'Ignazio, another Hayden book. Fred also wrote a similar book called TI WONDERLAND. Both books include programs written by students, and ALL the 40-plus programs are written FOR students. Each chapter is an educational game that is introduced with a section for parents and teachers and another for kids. Each game has one educational feature (such as subtraction) and follow-up activities that allow an almost unlimited number of modifications. The programs aren't just alphabet and number programs. Because it's a TI, the computer is able to have programs that teach color and music and drawing and hand/eye coordination very readily through these marvelously childlike and truly sophisticated programs. Very easy to type in and change all along the way. Lots of very positive rewarding, too.

Lest you think Hayden was the only publisher for TI - though I'd recommend you seek out their other books - there were many others, as you can see from these piles on my desk. Take, for example, TI GAMES FOR KIDS put out by COMPUTE!, one of the very best publishers of TI stuff, including Regena's two classics.

TI GAMES FOR KIDS proclaims its purpose right on the cover here: "Turn your TI into a teacher. Thirty-two games that teach and entertain, ready to type in and run."

This book takes the trouble to identify each of its activities by age level (3 to 17/adult) and educational function and subject: strategy, logic, memory, coordination, language arts, social studies, math, etc. (Strategy games include an excellent version of Fox and Geese, by the

way.)

As I look over these other books, it's hard for me to say which I would recommend the most for educational use. I have a public school teacher friend who still uses the TI in his class. His favorite educational book is TERRIFIC GAMES FOR THE TI99/4A by Hal Renko and Sam Edwards. Let's see, this is published by Addison-Wesley. It has small size and type but is plenty thick. It contains some neat little drawings, to which you people up front can attest, for the 30-plus games. There are some unusual ones here: Genius at Work, Escher, Rainbow Square Dance, The Wolf and the Five Little Goats, Shakespearian Shuffle, Mini Mancala, and so on. Good stuff.

Remember, now, most of these are not made to be super arcade games. They are made to be typed in - usually with lots of explanations and helpful hints - and are meant to teach something while entertaining. And they do that well.

One of the most popular books ever of this sort was (and is) Steve Davis's PROGRAMS FOR THE TI HOME COMPUTER, self-published in large 8X11 format. Although the type-in programs included many utility programs, the majority were educational or verging on the educational (like "Bar Graph Printer" and "Talking Calculator," for examples). There are very few people who did not get hung up on the probabilty games like "Ten-Up" and "Lucky Seven" or the maddening "Echo" of Simon fame. He even has a "French Teacher" program and a "Speed Reader." One of the best.

Scholastic book publishers released a pile of multi-computer large format books, each containing about 40 programs for elementary school children to type in and use. Here's an example: COMPUTER OLYMPICS. Each of the books has a theme. This one is all Olympics. It opens with the torch that lights the Olympic Flame. There are programs that teach words in various languages; some that let you recall other records; some that require some math skill (like the weightlifting one) or word skill (like the rowing one). All are simple to type in, no matter what your computer, if you follow the rules on the various basics, and all are simple to execute. Actually, with the built-in motivation of the Olympics in Spain, this book on summer Olympics is perfect for teaching at home or school. Look into the other Scholastic books, too. They also teach you lots about the various basics, if you want to do some explorations. With the TI, though, you can easily slip in some color and sound not readily available on other computers listed in these books.

Because our time is running short and we only have a couple more classes this semester, I've got to finish off with these last two books, but, as you can see, I haven't even been able to talk about all these others in these piles. At the last TI fair I went to, Ipicked up additional copies of 19 different titles of TI books! (And paid a grand total of $15, by the way.) Now everyone will be able to take two and give a two-minute review of each next time. You may come up and sign out two (or three, if you're interested in extra credit) to do for your reviews and your end-of-term projects.

Meanwhile, let me just mention these last two books. If you can get yourself a copy of Richard Mowe and Ron Mummaw's ACADEMIC TI, do it; even if you have to pay the full $12.95. It's worth it. Published by Reston in 1984 (one of the newer books mentioned today), it was one of the few books totally devoted to TI as an educational tool. It told parents and teachers how to get the very most out of our computer EDUCATIONALLY. When you read the articles and do the worksheets and explore the options from modules to disks to LOGO to word processing and so on, you will be astounded at how magnificent our machine is and how out-of-date it isn't. It still does all the educational things it was

geared up to do better than any other machine out there. Which is not to say it is as sophisticated as some of the biggies, but what it does educationally it still does better than anyone.

And the last book. Remember this, anyone? Ah, it's good to see so many hands up. THE BEST OF 99er is still around a lot of fairs and user groups. It's 368 8X11 pages are jampacked with all the goodies that made the 4a the prize goodie of all. And Regena was really kicking up her heels in this one. Do you recall "Name That Bone" and all the Homework Helpers? The Computer Assisted Instruction was so popular with the TI then, the term was simply CAI. And everyone understood it. There was so much of it around for parents, teachers, and other kinds of humans. The BEST OF 99er is one of the very best.

So, Class, unless there are any questions, come and sign up for your books and ... Yes, Mr. Shakespeare? What do I consider the Mother of All TI Books? Hmmm. Well, my personal favorite for more reasons than I can begin to list, including some super educational reasons, has got to be Paul Garrison's THE LAST WHOLE TI99/4A BOOK: PROGRAMS AND POSSIBILITIES, published by Wiley Press in 1984. Even after all these years it is still my preferred TI piece of textware. It's 460 pages are lucid, witty, intelligent, relevant, and very worthwhile. The tutorials and the programs are excellent. They DO provide unlimited possibilities for growth. I never loan out my only copy of that one. Sorry.

Until next time then. Don't forget to bring your book reviews and all of your modules.

Minutes of the November 10th meeting
by Brian Daniels

First off, I would like to welcome our new members, Ed Colbran and Matthew Dawson. I hope you like your stay with the TI99ers.

Nine members showed up at the meeting including Ed Colbran. The winner of our 50/50 draw was Keith Trotter.

I would also like to give thanks to the members who are going to Lansdowne Place to support the TREE of DREAMS table and hope the night is a success.

Also, a reminder of the upcoming Christmas meeting on December 8th at Phil Townsend's home. Look for directions to his house in this issue. **Please RSVP to Glen Daniels by Dec 10th at 741-4876.**

I hope all the members of the Kawartha 99ers have a safe and enjoyable holiday.

AN ERROR (or two)?
by Dick Bulmer

Last month wasn't our best. It only took a few days after we mailed the newsletter and Glen got a telephone call from our westernmost member. Who? Why Bob (rub it in about the weather) Tisdale of course.

Bob seemed to think we had missed some important code when we copied Jim Lesher's (Dallas U.G.) article 'Beginner Printer'. And Bob was, as usual, right. Line 240 was incomplete. But, it wasn't our typographical error. You see, we had just photo-copied the article from another newsletter. Shucks, I'm surprised that Bob didn't figure it out and give us the proper code line.

Does the fact that no one else mentionned the error suggest that Bob is our only member with code savvy? Well, I checked a bunch of newsletters and finally found, in the September 1993 issue of the Dallas 99 Interface, a reprint with line 240 filled out. Shucks, all that fuss and work for just 12 missing characters. You'll find the full page reprint elsewhere in this issue.

Then, three weeks after we distributed the newsletter, Glen noticed that the calendars we had used were non-standard, Monday to Sunday rather than the usual Sunday to Saturday order of presentation. We'll try again in this issue.